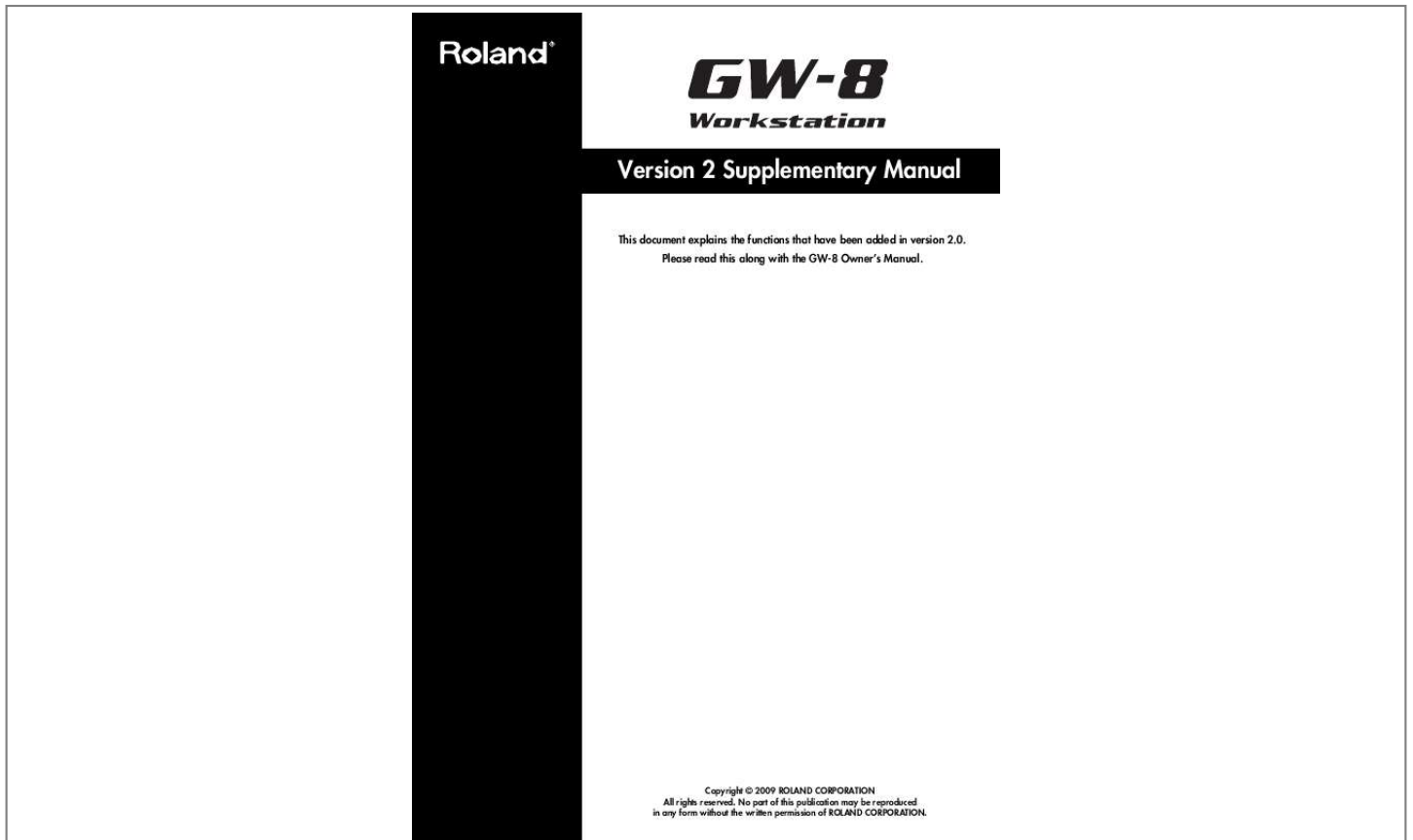




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You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND GW-8. You'll find the answers to all your questions on the ROLAND GW-8 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual ROLAND GW-8
User guide ROLAND GW-8
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Instructions for use ROLAND GW-8
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· You can use realtime recording or step recording to create a new Style by recording a performance for individual parts. · You can now specify two or more Style parts as drum parts. · You can use editing functions such as quantize and copy to create Styles efficiently. · The STYLE MICROSCOPE screen lets you edit the individual notes of a Style in detail. · You can use the EZ Convert function to create Styles easily.

Recording or Editing a Song · You can access the SONG MAKEUP screen and easily change the sounds in a song or adjust how the sounds are produced. · Dedicated MFX (Multi Effects) for Songs are now provided, allowing you to apply MFX to the sound of a Song independently from the keyboard performance. · In addition to "realtime recording," which records your performance just as you play it, version 2.0 provides "step recording," which lets you enter notes and rests one at a time. You can select the recording method that's most appropriate for the part you want to record.

· You can use editing functions such as quantize and copy to create songs efficiently. · You can use the SONG MICROSCOPE screen or SONG MASTER TRACK screen to edit a song's individual notes or tempo data in detail. The section "Recording and Editing a Song" in this document includes the content of the section titled "Song" in the Owner's Manual (p. 2729). Other Added Functions · The "STYLE FINDER" screen has been added, allowing you to select a Style from a list sorted by number, name, or tempo. · The system pedal setting now allows you to assign BEND MODE to the pedal. · A place for making MIDI settings related to the performance of Styles has been added to the system settings; it's named "SYSTEM STYLE MIDI (NTA)." · The performance settings now provide a "Chord Zone" parameter, which lets you specify the key range for chord detection. 3 Before You Compose a Style How a Style is Constructed For each of the three principal chords (Major, minor, and 7th), each Style contains four variations each for intro, main, fill-in, and ending, giving a total of 48 accompaniment patterns. Each accompaniment pattern is called a "division."

" In the STYLE COMPOSER screen you can check whether or not a division exists. 1. 2. 3. Select a Style (p. 26 in Owner's Manual). Press [MENU] so the button is lit. Use [ENTER]. The STYLE COMPOSER screen will appear. In this screen you can select the division that you want to edit or record. You can also access the STYLE COMPOSER screen from the Main screen by holding down [STYLE]. 3 Checking the Settings for Each Part of a Division In the STYLE COMPOSER screen, press [ENTER] to access the STYLE COMPOSER ZOOM screen. In the STYLE COMPOSER ZOOM screen you can view the tone used by each part of the selected division. 1 [] to select "Style Composer," and press 2 3 1. Tone: This indicates the Tone assigned to the selected style part.

2. Style part: The name will be highlighted for parts that contain performance data. You can assign the following Tones to each style part. Drums (ADR): rhythm sets Bass (ABS): tones other than rhythm sets Accompaniment (AC 16): any tone 3. Move the cursor and press [ENTER] to move to other screens. EDIT: STYLE EDIT screen (p. 12) 1 2 MICRO: STYLE MICROSCOPE screen (p. 20) Parameter Value ADR, ABS, AC16 Major, minor, 7th INTRO14, MAIN14, FILL14, ENDING14 OFF, ON Explanation Selects the style part. PART ADR: Accomp Drum ABS: Accomp Bass AC: Accompaniment 1. Chord 2. Division: () (·) Performance data exists No performance data 3. Variation Divisions Each division consists of eight performance parts: "drums," "bass," and "accompaniment 16." These eight parts are called Style parts. You can select a desired part and edit its settings, or newly record it. CHORD Selects the chord.

DIVISION Selects the division. MUTE Specifies whether the sound will be muted (ON) or heard (OFF). Specifies whether this part alone will be heard by itself (ON) or not (OFF). SOLO OFF, ON 4 Before You Compose a Style Creating a User Style Broadly speaking, you can create a user style in either of the following two ways.



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Editing an existing style You can create a new User Style by changing the Tones used in a previously saved Style, adjusting the volume balance between parts, or adjusting the settings of dedicated Style effects. Creating a new style You can initialize a new Style and then use realtime or step recording to create the performance data for each division. The performance data you create can be edited using the various editing functions or the Microscope function. You can create performance data for all divisions of a single chord, and then use the EZ Convert function to easily create division data for the remaining chords. 5

Editing an Existing Style Changing the Style's Sounds (STYLE MAKEUP) You can change the Tone used by each part of a Style, and adjust the volume and effect balance between parts. The STYLE MAKEUP settings are applied to all divisions of a Part for which the same Tone is assigned.

1. 2. Select a Style (p. 26 in Owner's Manual). Press [PART VIEW] a number of times to access the STYLE MAKEUP screen.

1. 2. 3. Select a style (p. 26 in Owner's Manual).

Press [MENU] so the button is lit. Use [] [ENTER]. The STYLE COMPOSER screen will appear. You can't access the STYLE MAKEUP screen during recording or in recording-standby mode. 3. 4. Use [] [] [] to select a parameter. [] to select "Style Composer," and press Changing the Style's MFX Settings (STYLE MFX) Here's how to change the effect settings or the amount of chorus or reverb applied to the Style. Turn the VALUE dial to edit the value.

4.

Press [2] (STYLE MFX). The STYLE MFX screen will appear. You can also access the STYLE MFX screen from the STYLE COMPOSER screen by pressing [EFFECTS]. Parameter Value Explanation 5. Use [] [] to select a page, and use [] [] to PART Switches between Makeup settings for the Tones of each part.

For example, if Accom1 is using three Tones, here you can switch among AC1 1, AC1 2, and AC1 3. The Tone used by that part. The top line of the screen shows the Tone number and Tone name. -127+127 Offset value for the Expression assigned to the Style Offset value for the Panpot assigned to the Style Offset value for the Reverb assigned to the Style Offset value for the Chorus assigned to the Style Specifies whether the sound will be muted (ON) or heard (OFF). Specifies whether this part alone will be heard by itself (ON) or not (OFF).

Press [] [] to turn this ON for the part at which the cursor is located. select the parameter that you want to edit. 6. Turn VALUE to edit the value. STYLE MFX screen To access this screen, press [2] from the STYLE COMPOSER screen or press [] from the STYLE MFX SETTING screen.

TONE EXPRESS PANPOT REVERB CHORUS -127+127 -127+127 -127+127 Parameter MFX Type Value 0078 Explanation Select the MFX to use, and edit the parameter values. MUTE OFF, ON Refer to "Multi-Effects Parameters" (p. 56 in Owner's Manual). SOLO OFF, ON 6 Editing an Existing Style STYLE MFX SETTING screen From the STYLE MFX screen, press [] to access th[value. Parameter Initialize Tempo Time Signature 5.

Use [] [ENTER]. A confirmation screen will appear. 6. Press [ENTER] to execute the initialization. To return to the previous screen without initializing anything, press [EXIT] When the initialization is complete, the STYLE COMPOSER screen will appear, and all of the division indications will change to ". "[] Value 20250 132/2, 4, 8, 16 Explanation Specifies the initialized tempo. Specifies the initialized time signature. [] to select the parameter whose setting you want to change, and use the VALUE dial to change the Use [] [] [] to select the division that you want to record, and press [SONG REC]. The Style Rec Standby screen will appear, and [SONG REC] will blink.] to Move the cursor to "INIT" and press By pressing [SONG REC] you can switch between REALTIME and STEP REC.

You can also switch between REALTIME and STEP REC by moving the cursor to REC TYPE and turning the VALUE dial. 5. Use [] [] [] to select a parameter, and turn the VALUE dial to change the value. Parameter PART TONE Value ADrum, ABass, Acc16 Explanation Selects the part to record. Selects the tone. 8 Creating a New Style Parameter Value REPLACE Rec Mode MIX Explanation New material is recorded as previously recorded material is erased.

New notes are recorded on top of notes previously recorded. No count-in. Recording starts as soon as you press [] MEAS Count In 2MEAS]. Recording starts after a 1-bar count-in.

Recording starts after a 2-bar count-in. Recording starts as soon as you play a note on the keyboard. (There will be no count-in.) Quantize corrects the timing of your notes by shifting them to the nearest grid mark. This specifies the number of steps per measure (i.

e., the resolution). Specifies the key to record. Adjusts the notes during recording, in octave steps. Specifies the number of measures to record.

5. Press [SONG REC] to change REC TYPE to "STEP REC." 4. Use [] [] [] to select the division that you want to record, and press [SONG REC]. The Style Rec Standby screen will appear, and [SONG REC] will blink. 2. 3. Step Recording 1. If you want to create a new Style from scratch, initialize (p.8) the Style and then proceed to step 4.

If you want to record using an existing Style, select the desired Style (p. 26 in the Owner's Manual). Press [MENU] so the button is lit. Use [] [ENTER]. The STYLE COMPOSER screen will appear. [] to select "Style Composer," and press OFF WAIT NOTE Input Quantize OFF, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64 CB -4+4 Off, 0001 Key Octave Length You can assign the following Tones to each style part. Drums (ADrum): rhythm sets Bass (ABass): tones other than rhythm sets Accompaniment (Acc 16): any tone 6. Press [] to start recording. By pressing [SONG REC] you can switch between REALTIME and STEP REC. You can also switch between REALTIME and STEP REC by moving the cursor to REC TYPE and turning the VALUE dial.

6. Use [] [] [] to select a parameter, and If the Count In setting is WAIT NOTE, recording will start the moment you play a key. 7. 8. Play the keyboard.

Press [] to stop recording. turn the VALUE dial to change the value. If you want to keep the recorded style, save it as described in "Saving the Style You Recorded" (p. 11). Parameter PART TONE Value ADrum, ABass, Acc16 Explanation Selects the part to record.

Selects the tone. 9 Creating a New Style Parameter Value REPLACE Rec Mode MIX Explanation New material is recorded as previously recorded material is erased. New notes are recorded on top of notes previously recorded. VELOCITY REAL, 1127 Parameter Value Explanation Specifies the volume of the note to be input. Select "REAL" if you want the velocity to reflect the force with which you play the key.



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Otherwise, select the desired value: approximately 60 for "p" (piano), 90 for "mf" (mezzoforte), or 120 for "f" (forte). Start Key Octave Specifies the location at which recording will start (MEAS: BEAT: TICK). CB -4+4 Specifies the key to record. Adjusts the notes during recording, in octave steps. 9.

Use [a key.][] to move the input location (step), and press You can assign the following Tones to each style part. Drums (ADrum): rhythm sets Bass (ABass): tones other than rhythm sets Accompaniment (Acc 16): any tone 7. Press [] to start recording. When you press a key, the input location will advance by the length of the NOTE setting. Pressing [] will move the input location back by the length of the current NOTE setting, and pressing [] will move the input location forward by the length of the current NOTE setting. You can use the [0][3] buttons to perform the following operations. Button [0] (BACK DEL) Explanation Cancels the last-entered note. Enters a tie by extending the duration of the last-entered note by the current length setting.

Cancels the last-entered tie. Enters a rest. Set NOTE to the length of the rest that you want to enter, and then press [3] (REST). 8. Use [][][] to select a parameter, and [1] (TIE) [2] (UNTIE) [3] (REST) specify the note value that you want to input.

Parameter Value Explanation Specifies the length of the note to be input. The note value is indicated as the length from one note-on to the next note-on. Specifies the duration from note-on to note-off, as a percentage of the note value. Specify a shorter value if you want staccato, or a larger value if you want to create a tenuto or slur. Normally, this should be set to about "80%".

NOTE 1/322/1 10. Repeat steps 79 to enter the desired notes. GATE 1100% Each parameter will retain the value you entered most recently, so if you want the same settings for the next note you input, there's no need to change them. Once you've specified GATE and VELOCITY, there is usually no need to change these parameters until the end; simply specify the NOTE and the pitch (key). Entering chords Play the chord. The input location will advance to the next step when you release all of the keys. 11. When you're finished step-recording, press []. If you want to keep the Style you just recorded, proceed as described in "Saving the Style You Recorded" (p. 11).

10 Creating a New Style I The Relation between Note Value Length and Gate Time The relation between the length of the note value and the gate time is shown below. Since the GW-8's song recorder uses a TPQN (Ticks Per Quarter Note; i.e., resolution) of 120, a quarter note gate time is 120 ticks. Note Gate time Saving the Style You Recorded A Style you've recorded can be saved as a User Style. The following content is saved. · Recording data for each Division · Style MFX settings (MFX Type, MFX Chorus/Reverb Send, MFX Sw) · STYLE MAKEUP settings · One Touch settings (you can select whether these will be saved) 1. Press [WRITE]. The STYLE NAME screen will appear. 1/32 1/16T 1/16 1/8T 1/16.

1/8 1/4T 1/8. 1/4 1/2T 1/4. 1/2 1/1 2/1 15 20 30 40 45 60 80 90 120 160 180 240 480 960 Assigning a name to the Style 2. @@Enter a Style name of up to 16 characters. The following characters are available.

AZ az 09 ! @@@@Deletes the character at the cursor location. Inserts a space at the cursor location. The gate time that is recorded in step recording will be the original gate time value multiplied by the value of the Gate Time parameter. For example, if the Gate Time parameter is set to "80%," inputting a quarter note will mean that the gate time is $120 \times 0.8 = 96$.

[0] (TYPE) [1] (DELETE) [2] (INSERT) From a naming screen you can press [MENU] and select "1. Undo" to return the name to what it was before you changed it. From [MENU] you can select "2. @@From [MENU] you can select "3. @@From [MENU] you can select "4. Delete All" to clear all the characters you were inputting.] to] 11 Creating a New Style The STYLE COMPOSER ZOOM screen will appear. @@For example, suppose that a Style named "ROCK" has been saved. If you then record a different Style, assign it the name "rock" and then attempt to save it, "ROCK" and "rock" will be considered identically named styles, so a screen will ask you to confirm the overwrite operation. If you continue with the save operation, the new Style will be overwritten onto "ROCK."

" The new Style data will be saved with the name "ROCK," and the Style data that was previously in "ROCK" will be lost. If you press [] when the cursor is at the beginning of the name, the cursor will move to "ONE TOUCH." Now if you turn the VALUE dial to add a check mark to this item, the Upper/Lower Tone and Keyboard Mode settings used in the Main screen will be saved as One Touch data at the same time that the User Style is saved. When you select this User Style and press [ONE TOUCH], the specified Upper/Lower Tone and Keyboard Mode will be recalled. 3. Press [ENTER]. A confirmation screen will appear.

4. Press [ENTER] to save the User Style. If you press [EXIT], you'll return to the previous screen without saving the User Style.

5. Use [][][] to move the cursor to "EDIT," and press [ENTER]. The Style Edit Menu window will appear. You can also access the Style Edit Menu by pressing [MENU] from the "STYLE COMPOSER" or "STYLE COMPOSER ZOOM" screen. 6.

In the "Style Edit Menu," use [press [ENTER]. The screen for the selected editing function will appear. The following editing functions are provided. · Quantize (Correcting the note timing) · Erase (Erasing unwanted data) · Delete (Deleting an unwanted region) · Copy (Copying performance data)][] to move the cursor to the editing function you want to execute, and Editing a Style You can use the Style Edit functions to edit the performance data recorded in each division. 1.

Select the Style that you want to edit (p. 26 in Owner's Manual). 2. 3. Press [MENU] so the button is lit. Use [[ENTER]. The STYLE COMPOSER screen will appear.][] to select "Style Composer," and press · Insert (Inserting blank space) · Transpose (Shifting the pitch) · Change Velocity (Modifying the note dynamics) · Change Gate Time (Modifying the note durations) · Global Change (Replacing performance data) · Shift Clock (Making fine adjustments to the timing) · Style Part Length (Changing the length of each part) · Time Signature (Specifying the time signature) To switch to a different editing function, move the cursor to the function name shown at the top of the screen, and turn the VALUE dial.



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4. Use [] [] [] [] to select the division that you want to edit, and press [ENTER].

12 Creating a New Style Parameter Note Range Min Note Range Max 3. Value C (Note Range Max value) (Note Range Min value) G9 Explanation Specifies the lowest pitch to be quantized. Specifies the highest pitch to be quantized. Correcting the Note Timing (Quantize) This function corrects the timing of the performance data in the specified region. 1. In the "Style Edit Menu," select "1. Quantize" and press [ENTER]. The STYLE EDIT QUANTIZE screen will appear. Select "EXECUTE" and then press [ENTER]. It is not possible to restore the data to its original state after executing this operation.

Erasing Unwanted Data (Erase) 2. Use [] [] [] [] to move the cursor to the This function erases performance data from the specified region. The erased data will be converted to rests; the measures themselves will remain. Explanation Selects the Style part to which the Quantize operation is to be applied. Selects the chord.

1. In the "Style Edit Menu," select "2. Erase" and press [ENTER]. The STYLE EDIT ERASE screen will appear. parameter you want to change, and use the VALUE dial to make the desired setting.

Parameter PART CHORD Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 0001: 01: 000 0001: 01: 000 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64 DIVISION Selects the division. From (MEAS: BEAT: TICK) To (MEAS: BEAT: TICK) Specifies the beginning of the region to which Quantize is to be applied. Specifies the end of the region to which Quantize is to be applied. Specifies the timing interval for quantization. Select the shortest note value used in the region to be quantized. Specifies the amount of timing correction applied relative to the Resolution timing interval. If you select "100%," notes will be corrected all the way to precise intervals of the specified Resolution. With lower values, the correction will not be as tight, and with a setting of 0% there will be no correction at all. 2. Use [] [] [] [] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.

Parameter PART CHORD Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 0001: 01: 000 Explanation Selects the Style part from which data is to be erased. Selects the chord. Resolution DIVISION Selects the division. From (MEAS: BEAT: TICK) To (MEAS: BEAT: TICK) Specifies the beginning of the region from which data is to be erased. Specifies the end of the region from which data is to be erased. Strength 0100% 0001: 01: 000 13 Creating a New Style Parameter Value ALL, NOTE, MODULATION, PANPOT, EXPRESSION, REVERB, CHORUS, PC, PITCH BEND C (Note Range Max value) Explanation Parameter From (MEAS: BEAT: TICK) To (MEAS: BEAT: TICK) 3. Specifies the lowest pitch to be erased. This is available only if Data Type is set to NOTE. Specifies the highest pitch to be erased. This is available only if Data Type is set to NOTE.

Value 0001: 01: 000 Explanation Specifies the beginning of the region to be deleted. Specifies the end of the region to be deleted. Data Type Specifies the type of data to be erased. 0001: 01: 000 Select "EXECUTE" and then press [ENTER]. Note Range Min It is not possible to restore the data to its original state after executing this operation.

Note Range Max (Note Range Min value) G9 Copying Performance Data (Copy) This function copies the performance data of the specified region. This is convenient when you want to re-use an existing Style. 3. Select "EXECUTE" and then press [ENTER]. It is not possible to restore the data to its original state after executing this operation.

1. In the "Style Edit Menu," select "4. Copy" and press [ENTER]. The STYLE EDIT COPY =SOURCE= screen will appear. Deleting an Unwanted Region (Delete) This function deletes the performance data of the specified region. Performance data that follows the deleted region will be moved forward to fill the gap. The performance data will be shortened by the amount that was deleted. 1. In the "Style Edit Menu," select "3. Delete" and press [ENTER].

The STYLE EDIT DELETE screen will appear. 2. Use [] [] [] [] to move to the parameter you want to change, and use the VALUE dial to make the desired setting. Parameter SOURCE settings Selects the copy-source Style. * 000 TEMPORARY STYLE indicates the Style you're currently editing. Selects the copy-source Style part. Selects the chord. Value Explanation 2. Use [] [] [] [] to move the cursor to the SOURCE STYLE 000 TEMPORARY STYLE, 001 parameter you want to change, and use the VALUE dial to make the desired setting. Parameter PART CHORD Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 Explanation Selects the Style part from which data is to be deleted.

Selects the chord. DIVISION Selects the division. PART CHORD ADrum, ABass, Acc16, ALL Maj, min, 7th, ALL INT14, INTALL, MAIN14, MAINALL, FILL14, FILLALL, END14, ENDALL Selects the division. DIVISION I4 Creating a New Style Parameter Value Explanation Specifies the beginning of the region to be copied. If you've selected ALL as the SOURCE part setting, this is shown as "- - -" and cannot be changed.

Specifies the end of the region to be copied. If you've selected ALL as the SOURCE part setting, this is shown as "- - -" and cannot be changed. Parameter Value Explanation Selects the division. If the SOURCE setting DIVISION is set to "xxxALL," this setting will be fixed at "xxxALL" and cannot be changed. If you change the copysource Style, this will change in tandem.

Specifies the beginning of the region at which the copied data is to be pasted. If you've selected ALL as the SOURCE part or SOURCE chord setting, this is shown as "- - -" and cannot be changed. Specifies the copy method. If you've selected ALL as the SOURCE part or SOURCE chord setting, this is shown as "- - -" and cannot be changed. Specifies the number of times to copy the data. If you've selected ALL as the SOURCE part or SOURCE chord setting, this is shown as "- - -" and cannot be changed. From (MEAS: BEAT: TICK) 0001: 01: 000 DIVISION INT14, MAIN14, FILL14, END14 To (MEAS: BEAT: TICK) 0001: 01: 000 3. In the STYLE EDIT COPY =SOURCE= screen, select "DESTINATION" and press [ENTER]. The STYLE EDIT COPY =DESTINATION= screen will appear. Into (MEAS: BEAT: TICK) 0001: 01: 000 Copy Mode REPLACE, MIX 4.

Use [] [] [] [] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.



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Parameter Value Explanation Copy Times 199 DESTINATION settings Selects the copydestination Style part. If you select "ALL" in the SOURCE settings, this setting will be fixed at "ALL" and cannot be changed. If you change the copysource Style, this will change in tandem. Selects the chord. If you change the copy-source Style, this will change in tandem. If you select "ALL" in the SOURCE settings, this setting will be fixed at "ALL" and cannot be changed. 5. Select "EXECUTE" and then press [ENTER]. PART ADrum, ABass, Acc16 If you select "EXECUTE" and press [ENTER] when the Copy Mode or Copy Times value is "- -," the copy will be executed with the following settings: Into = 0001:01:000 Copy Mode = REPLACE Copy Times = 1 It is not possible to restore the data to its original state after executing this operation.

CHORD Maj, min, 7th 15 Creating a New Style Inserting Blank Space (Insert) This function inserts blank space at the specified location. Performance data that follows this location will be moved back to make room for the inserted blank space. The performance data will be lengthened by the inserted amount. 1.

In the "Style Edit Menu," select "5.

Insert" and press [ENTER]. The STYLE EDIT INSERT screen will appear. Shifting the Pitch (Transpose) This function transposes the pitches of the specified region. 1. In the "Style Edit Menu," select "6.

Transpose" and press [ENTER]. The STYLE EDIT TRANSPOSE screen will appear. 2. Use [] [] [] [] to move the cursor to the parameter you want to change, and use the VALUE dial to 2. Use [] [] [] [] to move the cursor to the make the desired setting. Parameter PART Explanation Selects the Style part into which blank space is to be inserted. Selects the chord. From (MEAS: BEAT: TICK) To (MEAS: BEAT: TICK) CHORD Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 0001: 01: 000 Explanation Selects the Style part that is to be transposed. Selects the chord. parameter you want to change, and use the VALUE dial to make the desired setting.

Parameter PART CHORD Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 0001: 01: 000 DIVISION Selects the division. DIVISION Selects the division. Specifies the beginning of the region to be transposed. Specifies the end of the region to be transposed. Specifies the number of semitones by which the pitches are to be transposed. Specifies the lowest pitch to be transposed. Specifies the highest pitch to be transposed. From (MEAS: BEAT: TICK) For (MEAS: BEAT: TICK) 3. Specifies the location at which the blank space is to be inserted. Specifies the length of the blank space that is to be inserted.

0001: 01: 000 Value -127127 0000: 00: 000 Select "EXECUTE" and then press [ENTER]. Note Range Min Note Range Max 3. C(Note Range Max value) (Note Range Min value)G9 It is not possible to restore the data to its original state after executing this operation. Select "EXECUTE" and then press [ENTER]. It is not possible to restore the data to its original state after executing this operation.

16 Creating a New Style Parameter Note Range Min Note Range Max 3. Value C(Note Range Max value) (Note Range Min value)G9 Explanation Specifies the lowest pitch whose velocity is to be modified. Specifies the highest pitch whose velocity is to be modified. Modifying the Note Dynamics (Change Velocity) This function modifies the dynamics of the specified region. 1.

In the "Style Edit Menu," select "7. Change Velocity" and press [ENTER]. The STYLE EDIT CHANGE VELOCITY screen will appear. Select "EXECUTE" and then press [ENTER]. It is not possible to restore the data to its original state after executing this operation. 2. Use [] [] [] [] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting. Parameter Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 0001: 01: 000 0001: 01: 000 -9999 Explanation Selects the Style part whose velocity is to be modified. Modifying the Note Durations (Change Gate Time) This function modifies the durations of the notes in the specified region. 1.

In the "Style Edit Menu," select "8. Change Gate Time" and press [ENTER]. The STYLE EDIT CHANGE GATE TIME screen will appear. PART CHORD Selects the chord. DIVISION Selects the division. 2. Use [] [] [] [] to move the cursor to the From (MEAS: BEAT: TICK) To (MEAS: BEAT: TICK) Bias Specifies the beginning of the region whose velocity is to be modified. Specifies the end of the region whose velocity is to be modified. Specifies the amount by which the velocity is to be modified. Allows you to make the velocity more uniform, or to decrease or increase the dynamics.

If Magnify is set near 0%, the velocity will be adjusted toward 64, and the Bias value will be added to each velocity value. This allows you to make the velocity more consistent while adjusting it as desired. If Magnify is set to 101% or higher, velocities greater than 64 will be increased while velocities below 64 will be decreased, increasing the dynamics. If Magnify is set to 100%, the velocity will not change. parameter you want to change, and use the VALUE dial to make the desired setting.

Parameter PART CHORD Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 0001: 01: 000 Explanation Selects the Style part whose gate times are to be modified. Selects the chord. DIVISION Selects the division. Magnify 0200% From (MEAS: BEAT: TICK) To (MEAS: BEAT: TICK) Specifies the beginning of the region whose gate times are to be modified. Specifies the end of the region whose gate times are to be modified.

0001: 01: 000 17 Creating a New Style Parameter Value -19201920 (TICK) Explanation Specifies the amount by which the gate times are to be modified, in units of a tick. Specifies the ratio by which the gate times will be modified. Specifies the lowest pitch whose gate times are to be modified. Specifies the highest pitch whose gate times are to be modified. Parameter Value Explanation Specifies the MSB value that is to be changed. By choosing ALL, you can set more than one Style part to the same value. Specifies the new MSB value. Specifies the LSB value that is to be changed. By choosing ALL, you can set more than one Style part to the same value. Specifies the new LSB value.

Specifies the PC value that is to be changed. By choosing ALL, you can set more than one Style part to the same value. Specifies the new PC value. Adjusts the Expression values. Adjusts the Panpot values. Adjusts the Reverb values.



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Adjusts the Chorus values. Bias (TICK) MSB (FROM) OFF, 0127, ALL Magnify 0200% MSB (TO) OFF, 0127 Note Range Min Note Range Max 3. C(Note Range Max value) (Note Range Min value)G9 LSB (FROM) OFF, 0127, ALL LSB (TO) OFF, 0127 Select "EXECUTE" and then press [ENTER]. PC (FROM) OFF, 1128, ALL It is not possible to restore the data to its original state after executing this operation.

PC (TO) OFF, 1128 -127127 -127127 -127127 Replacing Performance Data (Global Change) This function replaces the specified MSB, LSB, and PC values with different MSB, LSB, and PC values. You can also apply a relative adjustment to the control values (Expression, Panpot, Reverb, Chorus) within the Style. 1. In the "Style Edit Menu," select "9. Global Change" and press [ENTER].

The STYLE EDIT GLOBAL CHANGE screen will appear. EXPRESS PANPOT REVERB CHORUS 3. Select "EXECUTE" and then press [ENTER]. It is not possible to restore the data to its original state after executing this operation. 2.

Use [] [] [] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting. Parameter PART CHORD Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 Explanation Selects the Style part whose data values you want to modify. Selects the chord. DIVISION Selects the division. 18 Creating a New Style Making Fine Adjustments to the Timing (Shift Clock) By using this function, events of the specified data type in the specified region and specified range of pitches can be shifted forward or backward. 1. In the "Style Edit Menu," select "10. Shift Clock" and press [ENTER]. The STYLE EDIT SHIFT CLOCK screen will appear. It is not possible to restore the data to its original state after executing this operation.

Changing the Length of Each Part (Style Part Length) This function changes the length of a Style part. 1. In the "Style Edit Menu," select "11. Style Part Length" and press [ENTER]. The STYLE EDIT STYLE PART LENGTH screen will appear. 2. Use [] [] [] to move the cursor to the 2. Use [] [] [] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting. Parameter PART CHORD Value ADrum, ABass, Acc16, ALL Maj, min, 7th INT14, MAIN14, FILL14, END14 0001: 01: 000 Explanation Selects the Style part whose timing is to be shifted. Selects the chord. parameter you want to change, and use the VALUE dial to make the desired setting. Parameter PART Value ADrum, ABass, Acc16, ALL INT14, MAIN14, FILL14, END14 Explanation Selects the Style part whose length you want to change. DIVISION Selects the division. DIVISION Specifies the beginning of the region to be shifted. Specifies the end of the region to be shifted.

Selects the division. From (MEAS: BEAT: TICK) To (MEAS: BEAT: TICK) 0001: 01: 000 ALL, NOTE, MODULATION, PANPOT, EXPRESSION, REVERB, CHORUS, PC, PITCH BEND -48004800 (TICK) C(Note Range Max value) (Note Range Min value)G9 CHORD SW (Major, minor, 7th) You may select more than one chord. OFF, ON * You can't execute the function if nothing is selected here. Specifies the length of the Style. Data Type Specifies the type of data to be shifted.

Length (MEAS: BEAT: TICK) 3. 0000: 00: 000 Select "EXECUTE" and then press [ENTER]. Value (TICK) Note Range Min Note Range Max 3. Specifies the amount of shift in units of a tick. Specifies the lowest pitch whose position is to be shifted. Specifies the highest pitch whose position is to be shifted. It is not possible to restore the data to its original state after executing this operation. Select "EXECUTE" and then press [ENTER]. 19 Creating a New Style Specifying the Time Signature (Time Signature) This function specifies the time signature of the Style. 1.

In the "Style Edit Menu," select "12. Time Signature" and press [ENTER]. The STYLE EDIT TIME SIGNATURE screen will appear. Editing a Style in More Detail (STYLE MICROSCOPE) MICROSCOPE lets you edit individual items of the performance data recorded in the Style, such as notes or velocities. You can individually edit the following items. · An event's position · Note number · Note gate time · Note-on velocity 1. · Controller number · Controller value · Program change number · Pitch bend value Select a Style (p. 26 in Owner's Manual). Press [MENU] so the button is lit. Use [] [ENTER].

The STYLE COMPOSER screen will appear. [] [] to select "Style Composer," and press 2. Use [] [] [] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting. Parameter Value INTRO, MAIN, FILL, ENDING, ALL Explanation 2. 3. DIVISION Selects the division. VARIATION SW (14) OFF, ON Selects the division number. You may select more than one. If DIVISION is set to ALL, this will be ON for all switches 14. * You can't execute the function if nothing is selected here.

4. Use [] [] [] to select the division that you want to edit, and press [ENTER]. The STYLE COMPOSER ZOOM screen will appear. Time Signature 3. 1-32/2, 4, 8, 16 Specifies the time signature. 5. Use [] [] [] to move the cursor to Select "EXECUTE" and then press [ENTER]. "MICRO," and press [ENTER]. The STYLE MICROSCOPE screen will appear. 1 2 It is not possible to restore the data to its original state after executing this operation.

1 3 4 5 20 Creating a New Style 1. Measure: Beat: Tick 2. Bank select MSB/value Bank select LSB/value Program change number/value 3. Controller number/value 4. Pitch bend/value 5. Note: Note number/Velocity/Gate time (Beat: Tick) Viewing only the performance data you want to see Because many events are shown in the STYLE MICROSCOPE screen, it can be difficult to find what you're looking for. By specifying that only certain types of performance data will be displayed, you can make it easier to view the data. It's convenient to use this function when you want to view or edit only a specific type of performance data. 1. Press [MENU] to open the View Select window.

6. Use the VALUE dial or [] you want to edit. [] [] to select the event that 7. Use [] [] to select the data that you want to change, and use the VALUE dial to change the value. You can use the [0][3] buttons to perform the following operations.

2. Move the cursor to Note, Program Change, Control Button Explanation Inserts a new event at the desired location. When you press [0] (CREATE), the Create Event window will open.



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Type: [0] (CREATE) To: Select the data that you want to insert: Note, Program Change, Control Change, or Pitch Bend. Specify the location at which you want to insert the event.

8. Change, and Pitch Bend, and use the VALUE dial to add a check mark for types of performance data you want to see, and clear the check mark for types you don't want to see. 3. Press [EXIT] to close the View Select window. Only the events for the performance data types that have a check mark will be shown. If you want to keep the changes you've made to the Style, proceed as described in "Saving the Style You Recorded" (p. 11). Move the cursor to "EXECUTE" and press [ENTER] to insert the event. [1] (ERASE) Erases the event at the cursor location. Moves the event at the cursor location to the specified location.

When you press [2] (MOVE), the Move Event window will open. [2] (MOVE) To: Specify the destination of the move. Move the cursor to "EXECUTE" and press [ENTER] to move the event to the specified location. [3] (COPY) Copies the event that's at the cursor location. Inserts the copied event at the specified location. When you press [4] (PLACE), the Place Event window will open. To: Specify the location at which you want to insert the copied event. [4] (PLACE)

Move the cursor to "EXECUTE" and press [ENTER] to insert the event. 21 Creating a New Style 5. Use [] [] [] [] to move the cursor to Automatically Generating Style Data (EZ CONVERT) Using the Style data of a chord, you can automatically generate Style data for a different chord.

This is called the "EZ Convert" function. For example, you could create performance data for each of the Major divisions, and then use the EZ Convert function to automatically generate data for the minor and 7th divisions. 1. 2. 3.

Select a Style (p. 26 in Owner's Manual). Press [MENU] so the button is lit. Use [] [ENTER]. The STYLE COMPOSER screen will appear.

[] to select "Style Composer," and press "EXECUTE" and press [ENTER]. EZ Convert will be executed, and Style data will be generated for the divisions of the specified chord. The Style data in the divisions of the specified DESTINATION chord will be overwritten. If the selected SOURCE chord has divisions that don't contain performance data, the corresponding divisions in the DESTINATION will be overwritten as a division that contains no performance data. 4.

Press [0] (EZ CONVERT). The Style EZ Convert window will open. Parameter Value Explanation Select the chord that will be used as the basis for EZ Convert. If you select "Auto," this function will search for performance data in the divisions of each chord, in the order of 7th Major minor, and if performance data is found, will use that chord as the Source to automatically generate Style data for the other chords. Selects the chord for which Style data will automatically be generated.

If SOURCE is Auto, the DESTINATION will also be set to Auto. SOURCE Major, minor, 7th, Auto DESTINATION Major, minor, 7th 22 Creating a Song You can use the GW-8's 16-track recorder to create songs. 1 2 3 5 6 4 Recording Your Performance as You Play You can record your keyboard performance while listening to an accompaniment, and then listen to the playback of your recorded performance. If you want to record the Style playback as well, turn [STYLE] on. Recording will start/stop simultaneously when you start/stop the Style. If you want to record only your keyboard performance without playing a Style, turn [SONG] on. If [STYLE] and [SONG] are both turned off, the rhythm pattern of the Style selected by the STYLE SELECT buttons will be recorded together with the keyboard performance. Recorded performances are discarded when another Song is selected, or when the power is turned off. If you don't want to lose the Song, you must save it (p. 26).

7 1. Song Name 2. Part: Part to record 3. The Tone number for each Part 4. Move the cursor here and press [ENTER] to move to a different screen.

MFX: SONG MFX screen (p. 25) EDIT: SONG EDIT screen (p. 31) MICRO: SONG MICROSCOPE screen (p. 38) MASTER: SONG MASTER TRACK screen (p. 40) INIT: SONG INITIALIZE screen (p.

27) 5. MUTE: Mute On (no sound) or Off (sound) setting for each Part 6. SOLO: Solo On (hear only this part) or Off setting for each Part 7. Recording parts A performance you record using a Style is recorded to parts 116 as follows. Track 1 2 3 4 Part Name Accom 1 Accom bass Accom 2 Upper Part Accom 3 Track 9 10 11 12 13 14 Accom 4 Accom 5 15 16 Melody Intelligence Part Name Accom 6 Accom drums Lower Part Song settings (e.g., tempo and time signature) are determined by the settings of the Style that's saved in the selected Performance. You'll probably find it convenient to first select the Style and Tones that you want to use (p. 38 in owner's manual). If you are performing without using a Style, you can specify the tempo and time signature of the Song in the SONG TRACK screen (see below).

1. Select the Performance that you want to use (p. 38 in Owner's Manual). 2. Press [SONG REC]. [SONG REC] will blink. 3. 4. 5. Press [Perform. Press [] to stop recording.] to start recording. 5 6 7 8 When you stop recording, the SONG TRACK screen will appear. 6. When you record a performance, part 4 and part 11 are recorded as the manually played Upper part and manually played Lower part, respectively.

In this case, the part number indication at the bottom of the SONG TRACK screen will indicate "UPR" and "LWR" for Part 4 and Part 11, respectively. Press [EXIT] to return to the Main screen. 23 Creating a Song Upper/Lower MFX (p. 42 in Owner's Manual) will apply only to the realtime performance of the Part (Upper Part or Lower Part) you play by hand. Be aware that Upper/Lower MFX will not apply to the recorded Song data.

You can specify whether the metronome will sound during recording. See "Using the Metronome" (Owner's Manual p. 23). Ways to Create a Song Broadly speaking, there are two ways to create a song. Editing an existing song You can create a new song by changing an existing song's Tones, adjusting the volume balance between parts, or changing the effect settings. Creating a new song You can initialize a song, and use realtime or step recording to create performance data for each part. After you've created the performance data, you can use the SONG MICROSCOPE function or SONG MASTER TRACK screen to edit it. 24 Editing an Existing Song Changing the Song's Sounds (SONG MAKEUP) You can change the Tone used by each part of the song, and adjust the volume or effect balance of the parts. The settings in SONG MAKEUP are not applied to the data recorded in the song; rather, they are applied when the song is played back. 1.

2. Select a song (p. 30 in Owner's Manual). Press [PART VIEW] a number of times until the SONG MAKEUP screen appears.



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Parameter Value Explanation Specifies whether this part alone will be heard by itself (ON) or not (OFF). Use [] [] to turn on the part at which the cursor is located. SOLO OFF, ON If the selected song contains a recorded performance, Part 4 and Part 11 will respectively be the manually played parts, and will be shown as "UPR" and "LWR." Manually played parts cannot be edited in the SONG MAKEUP screen. The SONG MAKEUP settings are not reflected in the Song Track screen. You can't access the SONG MAKEUP screen during recording or in recording-standby mode.

3. 4. Use [] [] [] to select a parameter. Changing the Song's MFX Settings (SONG MFX) You can adjust the song's effect settings or the amount of chorus and reverb that are applied. 1.

2. Select a song (p. 30 in Owner's Manual). Press [PART VIEW] a number of times until the SONG TRACK screen appears. Turn the VALUE dial to set the value.

Parameter Value Explanation PART Switches between Makeup settings for the Tones of each part. For example, if three Tones are used in Part 1, you can switch between P1 1, P1 2, and P1 3. The Tone used by that part. The top line of the screen shows the Tone number and Tone name. -127+127 -127+127 -127+127 -127+127 Offset value for the Expression setting of the song Offset value for the Panpot setting of the song Offset value for the Reverb setting of the song Offset value for the Chorus setting of the song Specifies whether the sound will be muted (ON) or heard (OFF). 3. Use [] [] [] to move the cursor to "MFX" TONE and press [ENTER]. The SONG MFX screen will appear. 4. Use [] [] to select a page, and use [] [] to EXPRESS PANPOT REVERB CHORUS select the parameter that you want to edit.

You can also access the SONG MFX screen from the SONG TRACK screen by pressing [EFFECTS]. 5. Turn the VALUE dial to edit the value. SONG MFX screen You can access this screen from the SONG TRACK screen by moving the cursor to "MFX" and pressing [ENTER], or from the SONG MFX SETTING screen by pressing []. MUTE OFF, ON 25 Editing an Existing Song Parameter MFX Type Value 0078 Explanation Selects the MFX to use. You can then edit the parameter values. Naming the Song 3. @@Enter a Song name of up to 16 characters. The following characters are available. AZ az 09 ! @@@@Deletes the character at the cursor location.

@@@@@Undo" to return the name to what it was before you changed it. From [MENU] you can select "2. @@From [MENU] you can select "3. @@From [MENU] you can select "4. Delete All" to clear all the characters you were inputting.

@@@@@1. Press [WRITE]. The WRITE MENU screen or the SONG NAME screen will appear. 2. @@The SONG NAME screen will appear. [] to ask you to confirm the overwrite operation. @@4. Press [ENTER]. A confirmation screen will appear. 5. Press [ENTER] to save the song. @@1. 2. Press [SONG]. @@Use the method that's appropriate for your situation.

@@@@@Parameter Initialize Tempo Time Signature 5. Use [] [ENTER]. A confirmation screen will appear. 6. Press [ENTER] to execute initialization. If you press [EXIT], you'll return to the previous screen without initializing. When the initialization is completed, the song name will change to "New Song." [] Value 20250 132/2, 4, 8, 16 Explanation Specifies the initialized tempo. Specifies the initialized time signature. 3.

Press [SONG REC]. The Song Rec Standby screen will appear, and [SONG REC] will blink.] to move the cursor to "INIT" and press By pressing [SONG REC] you can switch between REALTIME and STEP REC. You can also switch between REALTIME and STEP REC by moving the cursor to REC TYPE and turning the VALUE dial. [SONG REC] will blink while you're in recording-standby mode.

27 Creating a New Song 4. Use [] [] [] to select a parameter, and · If you want to record while hearing the accompaniment provided by the Arranger, set Backing= STYLE (p. 24 in Owner's Manual) before you start recording. · If you want to record while hearing the Style's rhythm, set Backing= OFF (p. 24 in Owner's Manual) before you start recording.

· If you want to record only the keyboard, set Backing= SONG (p. 24 in Owner's Manual) before you start recording. 5. Press [] to start recording. turn the VALUE dial to edit the value. Parameter PART TONE Value 116 Selects a tone. REPLACE Rec Mode MIX New material is recorded as previously recorded material is erased. New notes are recorded on top of notes previously recorded. No count-in. Recording starts as soon as you press [] MEAS Count In 2MEAS].

Recording starts after a 1bar count-in. Recording starts after a 2bar count-in. Recording starts as soon as you play a note on the keyboard. (There will be no count-in.) Quantize corrects the timing of your notes by shifting them to the nearest grid mark. This specifies the number of steps per measure (i.e., the resolution). Specifies whether to use Auto Punch-In/Out. Specifies the Auto Punch-In measure.

Specifies the Auto Punch-Out measure. 2. Explanation Selects the part to record. OFF If Count In is set to WAIT NOTE, recording will start the moment you play the keyboard. [SONG REC] will be lit during recording.

6. 7. Play the keyboard. Press [] to stop recording. WAIT NOTE If you want to keep the song you recorded, proceed as described in "Saving the Song You Recorded" (p.

30). Input Quantize OFF, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64 Step Recording 1. @@If you want to record using an existing song, select the desired song (p.30 in the Owner's Manual). Press [PART VIEW] so the button is lit. The SONG TRACK screen will appear. Punch Sw Punch In Punch Out ON, OFF 00019998 00029999 You can use [OCTAVE] to change the octave setting during recording. If "PUNCH IN/OUT" is set for Pedal Assign (p. 46 in Owner's Manual). · Set Punch Sw to "OFF.

" If this is "ON," you won't be able to use the pedal to perform Punch In/Out recording. · Recording will be possible only by using the pedal to perform Punch In/Out recording. 3. Press [SONG REC]. The Song Rec Standby screen will appear, and [SONG REC] will blink. 28 Creating a New Song 4. Press [SONG REC] to change REC TYPE to "STEP REC." Parameter Value Explanation Specifies the velocity of the notes that will be entered. Select "REAL" if you want the notes to reflect the actual force with which you strike the key. Otherwise, "p" (piano) corresponds to a value of about 60, "mf" (mezzoforte) to about 90, and "f" (forte) to about 120.

VELOCITY REAL, 1127 Pressing [SONG REC] will switch between REALTIME and STEP REC. You can also switch between REALTIME and STEP REC by moving the cursor to REC TYPE and turning the VALUE dial.



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5. Use [] [] [] [] to select a parameter, and 8. Use [] press a key.

] to move the input position (step), and then When you press a key, the input position will advance by the length of the NOTE setting. turn the VALUE dial to edit the value. Parameter PART TONE 116 Explanation Selects the part to record. Pressing [] will move the input position backward by the Selects a tone. REPLACE New material is recorded as previously recorded material is erased.

New notes are recorded on top of notes previously recorded. current NOTE setting. Pressing [] will move the input position forward by the current NOTE setting. You can use the [0][3] buttons to perform the following operations. Button [0] (BACK DEL) [1] (TIE) [2] (UNTIE) [3] (REST) Explanation Cancels the last-entered note. Enters a tie by extending the duration of the last-entered note by the current length setting. Cancels the last-entered tie. Enters a rest. Set NOTE to the length of the rest that you want to enter, and then press [3] (REST). Rec Mode MIX Start Octave 6.

Press [] Specifies the location (MEAS: BEAT: TICK) at which recording will start. -4+4 Shifts the notes during recording in units of an octave.] to start recording. The SONG STEP REC screen will appear. 9. Repeat steps 7 through 9 to enter notes. 7. Use [] [] [] to select a parameter, and make settings for the notes that you'll be entering. Parameter Value 1/32 2/1 Explanation Specifies the timing value of the notes that will be entered. The note value indicates the length from a note-on to the next note-on.

Specifies the duration between the note-on and note-off, as a percentage of the note value. Select a smaller value to create a staccato feel, or a larger value to create a tenuto or slur. Normally, you should set this to about 80%. Each parameter will retain the value you specified, so there's no need to change the settings if you want to use the same values for the next note. Once you've specified the GATE and VELOCITY, there's usually no need to change these values; simply specify the NOTE value and the pitch (by playing the keyboard).

Entering a chord Play the chord. The input position will advance to the next step when you've released all of the keys. 10. When you're finished recording, press []. NOTE If you want to keep the song you've recorded, proceed as described in "Saving the Song You Recorded" (p. 30). GATE 1100% 29 Creating a New Song The Relation between Note Value Length and Gate Time The relation between the length of the note value and the gate time is shown below. Since the GW-8's song recorder uses a TPQN (Ticks Per Quarter Note; i.e., resolution) of 120, a quarter note gate time is 120 ticks. Note Gate time Saving the Song You Recorded Here's how to save a song you've recorded. The following content will be saved. · The song's performance data · Song MFX settings (MFX Type, MFX Chorus/Reverb Send, MFX Sw) · Song Makeup settings 1. Press [WRITE]. The SONG NAME screen will appear.

1/32 1/16T 1/16 1/8T 1/16. 1/8 1/4T 1/8. 1/4 1/2T 1/4. 1/2 1/1 2/1 15 20 30 40 45 60 80 90 120 160 180 240 480 960 Naming the Song 2. @@Enter a Song name of up to 16 characters. The following characters are available. AZ az 09 ! @@@@Deletes the character at the cursor location. Inserts a space at the cursor location. The gate time that is recorded in step recording will be the original gate time value multiplied by the value of the Gate Time parameter. For example, if the Gate Time parameter is set to "80%," inputting a quarter note will mean that the gate time is 120 x 0.

8= 96. [1] (DELETE) [2] (INSERT) [0] (TYPE) From a naming screen you can press [MENU] and select "1. Undo" to return the name to what it was before you changed it. From [MENU] you can select "2. @@From [MENU] you can select "3.

@@From [MENU] you can select "4. Delete All" to clear all the characters you were inputting. 3. Press [ENTER]. A confirmation screen will appear. 4. Press [ENTER] to save the song. If you press [EXIT], you'll return to the previous screen without saving the song.] to] to 30 Creating a New Song 4. If you've assigned the same name as an existing song, a screen will ask you to confirm that you want to overwrite the existing song. In the "Song Edit Menu," Use [] [] to move the cursor to the editing function you want to use, and press [ENTER]. The setting screen for the selected editing function will appear. The following editing functions are available. · Quantize (Correcting the note timing) · Erase (Erasing unwanted data) · Delete (Deleting an unwanted region) · Copy (Copying performance data) · Insert (Inserting blank space) · Transpose (Shifting the pitch) · Change Velocity (Modifying the note dynamics) · Change Gate Time (Modifying the note durations) · Global Change (Replacing performance data) · Shift Clock (Making fine adjustments to the timing) · Merge (Combining performance data) · Exchange (Exchanging data with another part) To switch to a different editing function, move the cursor to the function name shown at the top of the screen, and turn the VALUE dial. @@@@If you now record a different song, assign it the name "song1" and then attempt to save it, "SONG1" and "song1" will be considered identically named songs, so a screen will ask you to confirm the overwrite operation.

Editing a Song (SONG EDIT) You can use Song Edit functions to edit the song data you've recorded. If you want to keep the edited song data, proceed as described in "Saving the Song You Recorded" (p. 30). When you edit the song data, the SONG MAKEUP settings will be lost. 1. Select the song that you want to edit (p. 30 in Owner's Manual). Press [PART VIEW] so the button is lit. The SONG TRACK screen will appear. 2.

3. In the SONG TRACK screen, select "EDIT" and press [ENTER]. The Song Edit Menu window will appear. You can also access the Song Edit Menu window from the "SONG TRACK" screen by pressing [MENU]. 31 Creating a New Song Correcting the Note Timing (Quantize) This function corrects the timing of performance data in the specified region.

1. In the "Song Edit Menu," select "1. Quantize" and [ENTER]. The SONG EDIT QUANTIZE screen will appear. It is not possible to restore the data to its original state after executing this operation.

Erasing Unwanted Data (Erase) This function erases performance data from the specified region. The erased data will be converted to rests; the measures themselves will remain. 1. In the "Song Edit Menu," select "2. Erase" and press [ENTER]. The SONG EDIT ERASE screen will appear. 2. Use [] [] [] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.



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